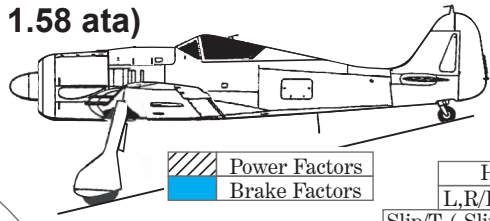
FW-190A-8 (Std. narrow metal prop, short chord ailerons, 1.58 ata)

Focke-Wulf FW-190A-8 "Wuerger". Day Fighter.
P.V.: 22. Engine Type: R. Producer: Third Reich.
A-8 introduced in early '44. Propeller depicted most common '44. 6,655 A-8 series built. Loaded: Can carry one bomb, two if outboard guns deleted. Note: At full Max. Resulting Dive Sp., or during 2nd Consecutive Game-Turn V. Dive, only fuselage 2M(4) guns may fire. Note: (11) Maneuver Requirement value applies to H-Loop only.

Stall Speed	
Maneuver Sp.	
Level Speed	
Dive Speed	
Loaded (Opt.)	-1
Stall Speed	+1
Above 14.9.	
Dive Sp.	-1



Power Factors	
Brake Factors	

H-Loop: +.8 to Maneuver Sp. black Max. Dive value, Level Sp.: +2.0. Both +.3 per 5.0. (No Dive Sp. value)
*Diving H-Loop not allowed from a Current Sp. above Max. Level Sp..

Half Loop*		P	-5
L,R/LB V. Dive		P	1hx
Slip/T. (-Slip, Turn -1*)		+1	-S
Bank/H-Roll		+1	+0

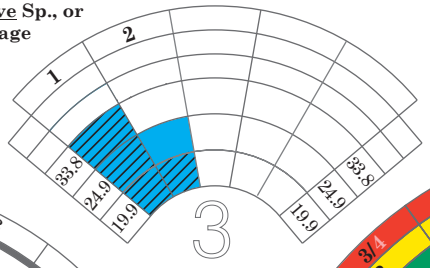
Loaded (0=1) | Inverted

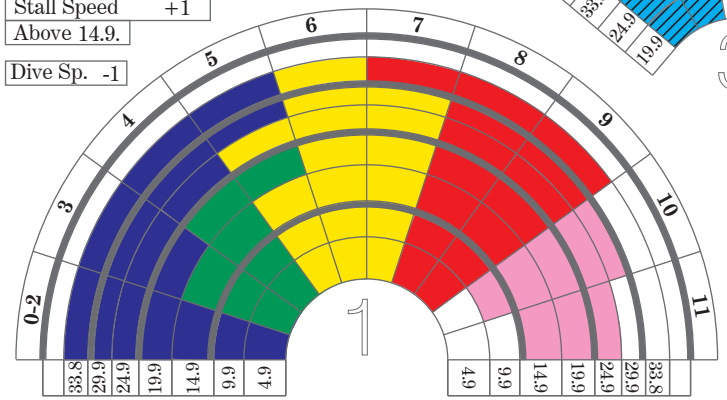
-Slip: No Right Bank or Dive Sp. Slip allowed.

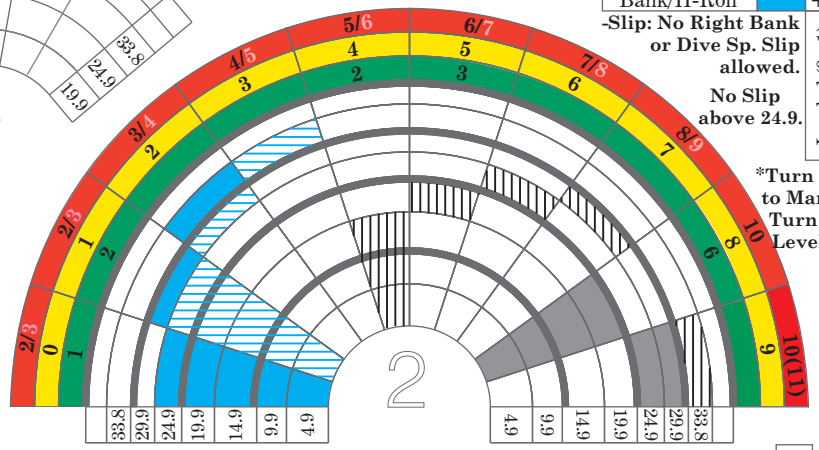
No Slip above 24.9.

*Turn -1: Applies to Maneuver Sp. Turn and LEFT Level Sp. Turn.

Speed Change



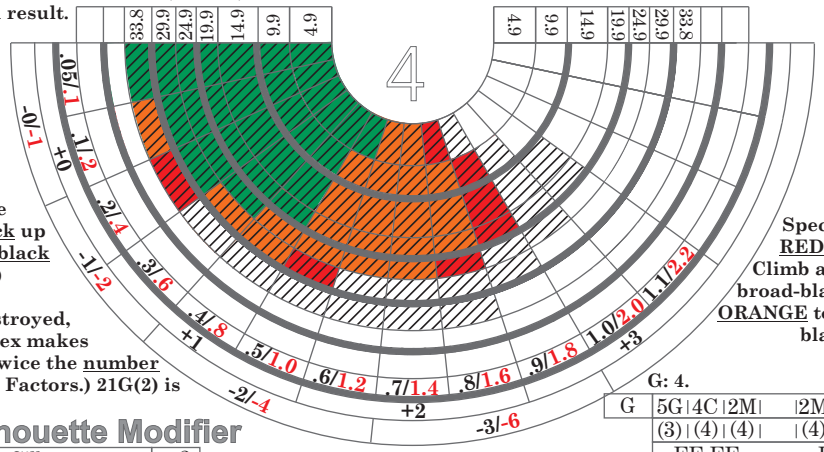




Speed Increments

Special Note: A8/R2: Non-Level Max. Climb is -50% (rule #9) MINUS .1 to normal result.

Altitude Change



Maneuverability Requirements

		Loaded
Dive Acceler.	+1	
Climb Deceler.	-1	
Max. Dive		-.3
Dive Sp. Climb		-.2
Max. Climb		-.1

Note: 21G(2) guns may fire in or 1 hex after a Slip, but are destroyed if they do.

Special Vertical Dive Restrictions:

The FW-190A may not exit a 1st Game-Turn V. Dive below a 2.4 Resulting Game-Turn Altitude (2.6 with outboard guns). On Second Consecutive Game-Turn V. Dive, same restriction and mandatory use of black up to red Max. Dive values. ("Under 50% black Max. Dive used" option not available.)

Note: If one 5G(3) or 21G(2) gun is destroyed, firing the other beyond a range of 1 hex makes the Total Gun Factor value equal to twice the number of available guns. (ie; 5 guns = 10 Gun Factors.) 21G(2) is quadruple if roll result is above 4. (ie; 5 guns = 20 Gun Factors.)

Silhouette Modifier

Silhouette	+2

Target Characteristics

W	6	5		Cn	6	Mg	10	
F	7			L	3			
C	3			C	_			
E	3	E	_	E	_	E	_	
G	4C 2M (4) (4)			2M 4C (4) (4)				
	FF			FF				

Special Note: RED Dive Sp. Climb applies to broad-blade prop, ORANGE to narrow blade prop.

Variants

G: 4.

G	5G 4C 2M (3) (4) (4)	2M 4C 5G (4) (4) (3)
	FF FF	FF FF

A-8/R2. C: 4. E: 4. Opt.: C: 3.

G	21G 4C 2M (2) (4) (4)	2M 4C 21G (4) (4) (2)
	FF FF	FF FF

Void all -1 Turn values. G: 2.
Treat Bank/H-Roll as Loaded (+1).